

Amendments to the Claims:

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1. - 21. (Canceled).

22. (Previously Presented) Electronic educational game set comprising communicating elements, each having a radio-frequency tag provided with an individual identification code, and a game board comprising a digital processing circuit connected to a plurality of antennas arranged such as to form a sensor matrix for detecting the presence, type and position of the communicating elements, wherein the game board comprises a plurality of radio-frequency readers respectively connected to corresponding input/output terminals of the digital processing circuit, each radio-frequency reader being connected to an associated group of antennas.

23. (Previously Presented) Set according to claim 22, comprising a multiplexer between each radio-frequency reader and the associated group of antennas.

24. (Previously Presented) Set according to claim 22, wherein the board is formed by a removable assembly of a plurality of basic boards each comprising a basic digital processing circuit connected to the antennas of said basic board.

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25. (Previously Presented) Set according to claim 24, wherein each basic board comprises, on three lateral sides thereof, means for electrical and mechanical connection with another basic board.

26. (Previously Presented) Set according to claim 24, wherein each basic board comprises means for configuring as master board or slave board, only the master board communicating with a display and supervision means.

27. (Previously Presented) Set according to claim 24, wherein the basic digital processing circuits of the basic boards communicate without wires between one another and/or with an external display and supervision.

28. (Previously Presented) Set according to claim 22, wherein the communicating elements comprise pieces, figurines, cards or dice.

29. (Previously Presented) Set according to claim 22, wherein the game board comprises several game zones respectively dedicated to different types of communicating elements.

30. (Previously Presented) Set according to claim 22, wherein the communicating elements comprise at least one dice, the game board comprising at least one corresponding sensor element arranged in a game zone delineating a space for throwing dice.

31. (Previously Presented) Set according to claim 30, wherein the dice comprises a radio-frequency tag associated with each of its faces, the different tags of the dice being provided with different identification codes.

32. (Previously Presented) Set according to claim 30, wherein the dice comprises at least one radio-frequency identification tag, the set comprising selection means for randomly selecting a number and for displaying the selected number on a screen, when the presence of the dice is detected.

33. (Previously Presented) Set according to claim 22, comprising a removable game mat arranged on the game board and comprising a radio-frequency tag provided with an identification code representative of the corresponding game.

34. (Previously Presented) Set according to claim 22, comprising a screen enabling a virtual game mat to be displayed on a front face of the game board.

35. (Previously Presented) Set according to claim 22, wherein the radio-frequency readers emit carrier signals having a frequency of about 14 MHz.

36. (Previously Presented) Set according to claim 22, wherein the radio-frequency readers emit carrier signals having a frequency of about 125 kHz.

37. (Previously Presented) Set according to claim 22, wherein each individual code being unique, the set comprises means for storing the historical account of the characteristics and/or of the movements of the communicating elements on the game board.

38. (Previously Presented) Set according to claim 37, wherein the means for storing comprise an external data base accessible via Internet.

39. (Previously Presented) Set according to claim 37, wherein the means for storing comprise means for storing the historical account associated with a communicating element in a memory of the tag of said communicating element.

40. (Previously Presented) Set according to claim 22, wherein the game board comprises at least one enter button connected to the digital processing circuit.

41. (Previously Presented) Set according to claim 22, wherein the game board comprises a cancel button connected to the digital processing circuit.

42. (New) Electronic set comprising communicating elements, each having a radio-frequency tag provided with an individual identification code, and a board comprising a digital processing circuit connected to a plurality of antennas arranged such as to form a sensor matrix for detecting the presence, type and position of the communicating elements, wherein the board comprises a plurality of radio-frequency readers respectively connected to corresponding input/output terminals of the digital processing circuit, each radio-frequency reader being connected to an associated group of antennas.